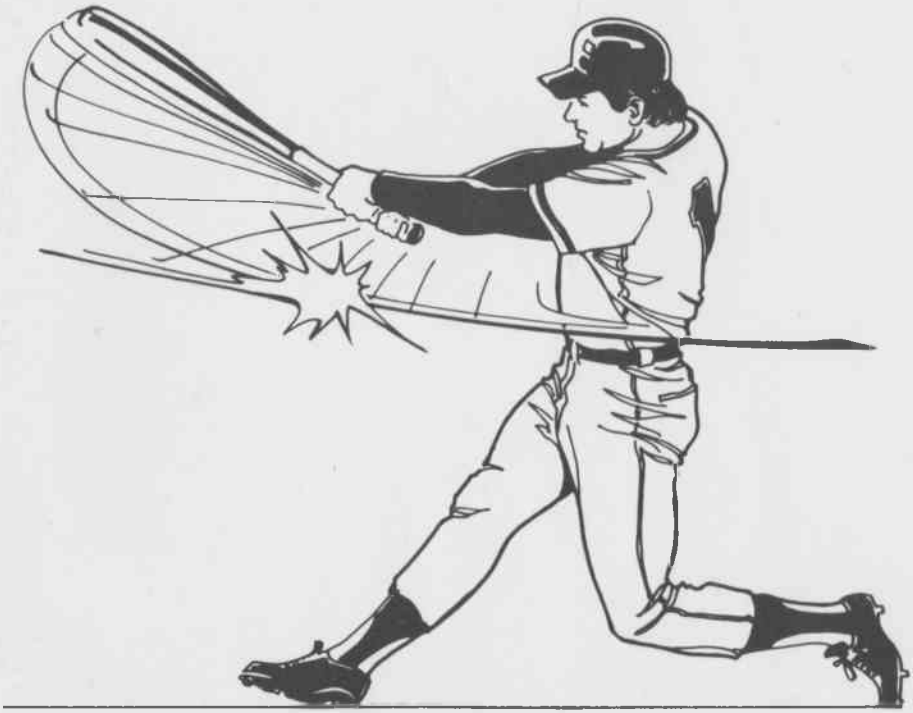
StatManager

COMPUTER SOFTWARE
FOR BASEBALL & SOFTBALL COACHES
& STATISTICIANS



Instruction Manual
for Commodore 64/128

INSTRUCTION MANUAL

FOR

StatManager

COMMODORE 64/128 VERSION

The powerful, professional-quality software
that gives you the competitive edge.

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First Printing

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INTRODUCTION

The StatManager enables you to keep your player statistics up to date, easily and automatically.

For example, with StatManager, you will be able to tell at a glance if a particular batter is -

- o a pull hitter, or hits to the opposite field.
- o a clutch hitter under pressure situations.
- o a good base stealer.
- o better batting against a left-handed versus a right-handed pitcher.

You will be able to tell if a particular pitcher -

- o is better against left-handed batters than right-handed batters.
- o is effective against base stealers.
- o gives up a lot of doubles.
- o causes batters to fly out.

You will be able to tell if a fielder -

- o creates a lot of errors at third base, yet plays second base well.

LOADING THE PROGRAM

- Turn off the computer and disk drive.
- Remove all cartridges from the computer.
- Insert your StatManager disk into the disk drive.
- Turn on the computer and disk drive.
- At READY prompt, type:

  LOAD "*",8,1 <RETURN>

- At READY prompt, type:

  RUN <RETURN>

It will take about 3 minutes for the program to load.

After the program is loaded, the MAIN MENU selection screen will be displayed.

INITIALIZING YOUR TEAM DATA DISK

The first step, after the program has loaded, is to prepare a TEAM DATA DISK.

SCREEN DISPLAYS	INSTRUCTION
Step 1-1.	
STATMANAGER	Main Menu is displayed.
MAIN MENU	Press <CRSR> key to move the cursor down to select "INITIALIZE DISK".
UPDATE TEAM DATA PRINT REPORTS SELECT STARTING LINEUP CREATE TEAM FILE	Press <SHIFT><CRSR> to move the cursor up.
--->INITIALIZE DISK<---	
EXIT PROGRAM	Press <RETURN>.
Step 1-2.	Remove StatManager disk.
INSERT BLANK DISK THEN PRESS RETURN	Insert blank disk. Press <RETURN>.
	Your disk is now being initialized. The process takes approximately 2 1/2 minutes.

The StatManager disk is only used to load the program.

You have just created your TEAM DATA DISK. Please label your newly initialized disk for easy identification. You will use this disk each time you update the team's statistics.

StatManager allows you to initialize as many disks as you like. Statisticians and coaches have found this to be a very efficient way to track player, team and game statistics.

CREATE TEAM FILE

After initializing (creating your TEAM DATA DISK) you are ready to setup your customized team file. You will use this procedure once for each team file.

SCREEN DISPLAYS

INSTRUCTION

Step 2-1

```
.................................
:      STATMANAGER              :
:                               :
:      MAIN MENU                :
:                               :
:      UPDATE TEAM DATA         :
:      PRINT REPORTS            :
:      SELECT STARTING LINEUP   :
:   --->CREATE TEAM FILE<---    :
:      INITIALIZE DISK          :
:      EXIT PROGRAM             :
:                               :
:...............................:
```

Press <CRSR> key to select "CREATE TEAM FILE".

Press <RETURN>.

Step 2-2.

```
     .........................
     :                       :
     :   ENTER TEAM NAME =   :
     :                       :
     :.......................:
```

Type in team name.

To erase a typing error, <DEL> key.

After typing your team name, press <RETURN>.

CREATE TEAM FILE

Step 2-3.

BATTERS' BASE RECORD /OPTION SCREEN

At this screen you will choose the batting and fielding options you want to track. See p.17 for a detailed explanation of the Batting Options.

SCREEN DISPLAYS	INSTRUCTIONS
TEAM NAME	Press <F1> if BASE RECORD only is needed for team data (no Options will be added).
BASE RECORD - BATTERS	
1.PLAYER NAME 7.RBI	
2.AT BATS 8.STRIKEOUTS	
3.HITS 9.WALKS	
4.DOUBLES 10.ATTEMPTS FIELDING	To add OPTIONS, move cursor down the list. Press <CRSR>.
5.TRIPLES 11.ERRORS FIELDING	
6.HOMERUNS 12.RUNS SCORED	
	To move cursor up the list, press <SHIFT><CRSR>
F1 = EXIT TO PITCHER'S OPTIONS	
OPTIONS	At OPTIONS selected, type "Y".
1.HIT BY PITCH (N)	
2.STEALS (N)	
3.BREAKDOWN OF OUTS (N)	To change a previously selected OPTION, reselect that OPTION and type "N".
4.BREAKDOWN RHP/LHP (N)	
5.WHERE BALLS ARE HIT (N)	
6.SACRIFICES (N)	
7.CLUTCH HITS (N)	Press <F1> to accept BASE RECORD and all selected OPTIONS.
8.FIELDING % BY POS (N)	

CREATE TEAM FILE

Step 2-4.

PITCHERS' BASE RECORD /OPTION SCREEN

At this screen you will choose the pitching options you want to track.
See p.18 for a detailed explanation of the Pitching Options.

SCREEN DISPLAYS	INSTRUCTIONS
BASE RECORD - PITCHERS 1.PLAYER NAME 8.STRIKEOUTS 2.INNINGS PITCHED 9.RUNS 3.HITS 10.EARNED RUNS 4.DOUBLES 11.WINS 5.TRIPLES 11.LOSSES 6.HOMERUNS 12.BATTERS FACED 7.WALKS F1 = EXIT TO MAIN MENU	Press <F1> if BASE RECORD only is needed. To add OPTIONS use the same procedures as in step 2-3.
OPTIONS 1.HIT BATTERS (N) 2.BREAKDOWN OF GAMES (N) 3.BREAKDOWN OF PITCHES (N) 4.BREAKDOWN OF OUTS (N) 5.BREAKDOWN BATTERS (N) 6.PICKOFFS/STEALS (N)	Press <F1> to accept all pitchers' OPTIONS and return to MAIN MENU.

UPDATING TEAM DATA

You are now ready to enter the players' names and data. Updating team data is the most frequently used function. You will use this function each time you update your team files or add new players to a roster.

SCREEN DISPLAYS	INSTRUCTIONS
Step 3-1.	
STATMANAGER MAIN MENU --->UPDATE TEAM DATA<--- PRINT REPORTS SELECT STARTING LINEUP CREATE TEAM FILE INITIALIZE DISK EXIT PROGRAM	Select "UPDATE TEAM DATA". Use <CRSR> key if necessary. Press <RETURN>.
Step 3-2.	If the TEAM DATA disk is already in the disk drive, simply press <RETURN>.
INSERT DATA DISK THEN PRESS RETURN	If you have just loaded your program and selected "UPDATE TEAM DATA", remove your StatManager disk and insert your TEAM DATA disk. Press <RETURN>.
Step 3-3.	The team directory will appear on the screen. If this is a new TEAM DATA disk, the team name you just typed will be the only name in the directory.
"YOUR TEAM NAME"	Press <CRSR> to place the cursor at the team you want and then press <RETURN>.

UPDATING TEAM DATA

SCREEN DISPLAYS

Step 3-4.

```
.................................
:                               :
:   ENTER/UPDATE BATTER ROSTER  :
:     F1 = EXIT BATTERS         :
:                               :
:   1. "First player's name"    :
:   2.                          :
:   3.                          :
:   4.                          :
:                               :
:                               :
:  20.                          :
:...............................:
```

INSTRUCTIONS

Type in player's name. Use <DEL> key to erase errors.

Press <RETURN>.

If you discover an error after you press <RETURN>, place the cursor at the incorrect name and retype it. Press <RETURN>.

PLEASE NOTE: This procedure will erase the player's statistics.

Step 3-5.

```
     .....*.....................
     :                         :
     :                         :
     :      POSITION =         :
     :                         :
     :.........................:
```

Enter in 2 characters for player's position.

Position Code	
-P	SS
-C	LF
1B	RF
2B	CF
3B	OF
DH	

Press <RETURN>.

Step 3-6.

```
.................................
:                               :
:   ENTER/UPDATE BATTER ROSTER  :
:     F1 = EXIT BATTERS         :
:                               :
:   1. "First name"             :
:   2. "Second name"            :
:-->3.              <--         :
:   4.                          :
:                               :
:                               :
:  20.                          :
:...............................:
```

Please Note: The cursor will return to the top position.

Press <CRSR> to select next empty position. Type the next name.

Press <RETURN>.

UPDATING TEAM DATA

SCREEN DISPLAYS

Step 3-7.

```
.........................
:                       :
:      POSITION =       :
:                       :
:.......................:
```

INSTRUCTIONS

Enter in 2 characters for next player's position.

Press <RETURN>.

Repeat steps 3-6 and 3-7 until your team roster is complete.

Step 3-8.

```
.............................
:                           :
:   ENTER/UPDATE BATTER ROSTER :
:     F1 = EXIT BATTERS       :
:                           :
:-->1. "First name" <--      :
:   2. "Second name"        :
:   3. "Third name"         :
:   4.                      :
:   5.  etc.                :
:                           :
:  20.                      :
:...........................:
```

At this point you can either

1) Enter/Update Pitcher Roster. (Step 3-12)
   or
2) Update Batter Data. (Step 3-9)
   Place the cursor at the batter's name you want to update. Press <RETURN>.

UPDATING TEAM DATA

SCREEN DISPLAYS

INSTRUCTIONS

Step 3-9

```
.................................
:                               :
: NAME                          :
:  J.CARSON                     :
:  F1 = EXIT    F3 = MORE STATS :
:                               :
: GAME STATS      TOTAL STATS   :
:  AT BATS   00    AT BATS  00  :
:  HITS      00    HITS     00  :
:                               :
:                               :
:  RUNS      00    RUNS     00  :
:...............................:
```

You can type in player's game statistics. Use key directory below.

To enter batter's game data use the following keys

KEY	FUNCTION
<RETURN>	Adds GAME STATS to TOTAL STATS
<+>	Adds GAME STATS to TOTAL STATS
<->	Subtracts GAME STATS from TOTAL STATS
<CRSR>	Moves the cursor up
<SHIFT><CRSR>	Moves the cursor down
<F1>	Accepts the update and return to roster
<F3>	Moves to the next update screen
NUMERICS	Enters player's data
<DEL>	Deletes a wrong entry

When entering player data, simply enter the number and press <RETURN>. The number will be automatically added to the TOTAL STATS..

The last item you enter will be highlighted, making it easy to review your last entry.

UPDATING TEAM DATA

CORRECTING AN ENTRY

If you make an error in entering the data and notice immediately after making the entry, simply press <DEL>. The value will be reset to 00, and then you can reenter the correct value.

If you discover that you made an entry error after you have moved to another item, you can return to the incorrect item by using the <SHIFT><CRSR> keys. With the cursor at the error -

A. Press the <-> key. This will subtract your original entry from the TOTAL STATS and will zero the entry from the GAME STATS.

B. Entry the correct value and press <RETURN>.

Step 3-10.

Press <F3> for more stat entry

Step 3-11.

Press <F1> to EXIT to BATTERS' Roster.

Press <F1> again to enter PITCHERS' ROSTER.

Step 3-12.

Enter Pitcher's names and game data using the same steps as you used to enter batter information (Steps 3-1 to 3-9).

Please note, you will not have to enter the position for pitchers

Once you have entered all pitchers' names and data, press <F1> to exit.

PRINTING AND SAVING INDIVIDUAL GAME STATISTICS

After exiting from the Pitcher's Update, your Total Game Stats will be saved to your TEAM DATA DISK. Next, you will be prompted -

SCREEN DISPLAYS | INSTRUCTIONS

Step 4-1.

```
.................................
:                               :
:                               :
:       DO YOU WISH TO          :
:       GAME TOTALS             :
:                               :
:       TYPE (Y) FOR YES        :
:                               :
:       TYPE (N) FOR NO         :
:                               :
:                               :
:                               :
:...............................:
```

Press "Y" key to print game data. (See PRINT REPORTS SCREEN AND PRINTER - P.14).

Press "N" key to continue.

Step 4-2.

```
.................................
:                               :
:                               :
:       DO YOU WISH TO SAVE     :
:       GAME TOTALS             :
:                               :
:       TYPE (Y) FOR YES        :
:                               :
:       TYPE (N) FOR NO         :
:                               :
:                               :
:                               :
:...............................:
```

Press "Y" key to save game data. See Step 4-3.

Press "N" key to return to Main Menu.

Step 4-3.

```
     .........................
     :                       :
     :   ENTER GAME NAME =   :
     :                       :
     :.......................:
```

Type in game name. Please Note: Each game must have a different name.

For typing error, use <DEL> key.

Press <RETURN>.

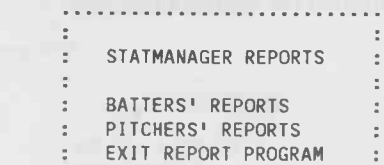
PRINT REPORTS
SCREEN AND PRINTER

StatManager gives you a wide variety of reports based upon your Management Needs. All reports are available on the printer and the screen. A detailed explanation of the information contained in each report is found in pp. 19 to 22.

SCREEN DISPLAYS	INSTRUCTIONS
Step 5-1	
STATMANAGER MAIN MENU UPDATE TEAM DATA --->PRINT REPORTS<--- SELECT STARTING LINEUP CREATE TEAM FILE INITIALIZE DISK EXIT PROGRAM	Press <CRSR> key to select "PRINT REPORTS". Press <RETURN>.
Step 5-2.	If the TEAM DATA disk is already in the disk drive, press <RETURN>.
INSERT DATA DISK THEN PRESS RETURN	If you have just loaded your program and selected "UPDATE TEAM DATA", remove your StatManager disk and insert your TEAM DATA disk. Press <RETURN>.
Step 5-3.	The team directory will appear on the screen.
STATMANAGER SELECT TEAM OR GAME "YOUR TEAM NAME" "GAME1" "GAME2"	Use the <CRSR> key to position the cursor at team or game you wish to print or review. Press <RETURN>.

PRINT REPORTS
SCREEN AND PRINTER

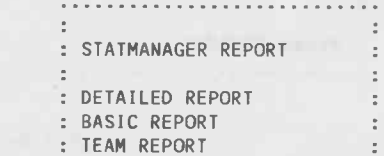
Step 5-4.



Use the <CRSR> key to move the cursor to the reports you want.

Press <RETURN>.

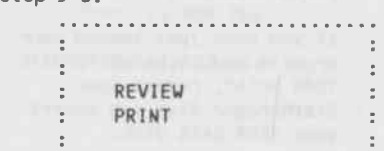
Step 5-5.



Use the <CRSR> key to move the cursor to the report you want.

Press <RETURN>.

Step 5-6.



To review the report, press <RETURN>

To print the report, press <CRSR> and then press <RETURN>.

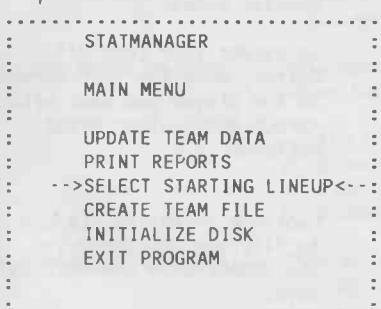
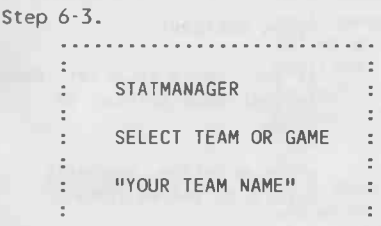
Be sure to READY your printer before printing.

Move the cursor to "EXIT PRINT PROGRAM" and press <RETURN> to exit.

NOTE: Press <F1> to exit from the Detailed Report while reviewing it on the screen.

STARTING LINEUP

You can set your starting lineup before the game and carry a summary print out to the game with this feature.

SCREEN DISPLAYS	INSTRUCTIONS
Step 6-1.	
	Press <CRSR> key to "SELECT STARTING LINEUP". Press <RETURN>.
Step 6-2.	If the TEAM DATA disk is already in the disk drive, press <RETURN>.
	If you have just loaded your program and selected "UPDATE TEAM DATA", remove your StatManager disk and insert your TEAM DATA disk. Press <RETURN>.
Step 6-3.	
	The team directory will appear on the screen. Use the <CRSR> key to position the cursor at team you want. Press <RETURN>.

STARTING LINEUP

SCREEN DISPLAYS

Step 6-4.

```
.................................
:                               :
: ENTER STARTING LINEUP         :
: F1 = EXIT STARTING LINEUP     :
:                               :
:1.J.ADAMS   LF  01             :
:2.C.DAVIS   SS  02             :
:3.H.SMITH   3B  03             :
:4.J.CARSON  CF  04             :
:5.D.THOMAS  1B  05             :
:                               :
:20.             20             :
:...............................:
```

INSTRUCTIONS

Use the <SPACE BAR> to move the cursor up and down the left side of the screen (roster side).

To select your Lead Off Batter, move the left cursor to the player you want with <SPACE BAR>. Then press <RETURN>.

Continue selecting players to fill your lineup using the <SPACE BAR> and <RETURN> keys.

If necessary, you can use <CRSR> and the <SHIFT><CRSR> keys to move the cursor up and down the Starting Lineup (right) side of the screen.

Once your lineup is set, use <F1> to exit.

Step 6-5.

```
.................................
:                               :
:   SELECT PRINT OR REVIEW      :
:                               :
:   REVIEW                      :
:   PRINT                       :
:                               :
:...............................:
```

Press <RETURN> to REVIEW on the screen. After reviewing your lineup you will be given the option to print. Type "Y" to print or "N" not to print.

Press <RETURN>.

If you choose to print, make certain your printer is ready

After printing, you will return to the Main Menu.

EXPLANATION OF BATTERS' OPTIONS

1. HIT BY PITCH - Number of times a batter was hit by a ball while at bat.

2. STEALS - Steals are broken in two categories

   - o Stolen Base Attempts
   - o Stolen Bases (successful attempts)

3. BREAKDOWN OF OUTS - This option allows you to analyze how a batter makes his outs -

   - o Fly outs
   - o Ground outs
   - o Line outs
   - o Double plays

4. BREAKDOWN RHP/LHP - This option breaks down the batting statistics by how the pitchers throw.

   - o At bat vs LHP (left-handed pitcher)
   - o At bat vs RHP (right-handed pitcher)

5. WHERE BALLS ARE HIT - This option allows you to analyze where your batter is hitting.

   - o Balls hit to LF (left field)
   - o Balls hit to RF (right field)

6. SACRIFICES - This option allows you to enter the bunts, sacrifice flies, and sacrifice hits.

   - o Sacrifice Atts (Attempts)
   - o Successful Sac (Sacrifices)

7. CLUTCH HITS - This option allows you to keep track of batters' performances in CLUTCH hitting situations. We define a CLUTCH hit as hit with a man in scoring position. If clutch hitting is not important to your team, you may use this option to record another statistic such as getting Hits as a Lead Off Batter.

8. FIELDING % BY POS. - With this option, you record fielding attempts and errors by the fielder's position. Some players play more effectively in one position versus another. This option helps you analyze the position where he plays best.

EXPLANATION OF PITCHER'S OPTIONS

1. HIT BATTERS - Batters hit by a pitch.

2. BREAKDOWN OF GAMES - If you choose this option, you will be able to track -

   - o Games saved
   - o Games started
   - o Completed games

3. BREAKDOWN PITCHES - If you want to track pitches, choose this option. With this option you will track -

   - o Pitches thrown
   - o Balls
   - o Strikes

4. BREAKDOWN OUTS - With this option you can track how the batters are put out -

   - o Ground outs
   - o Fly outs

5. BREAKDOWN BATTERS - With this option you can track a pitcher's efficiency by how a batter bats -

   - o RH (right-handed) batters faced
   - o RH (right-handed) hits
   - o LH (left-handed) batters faced
   - o LH (left-handed) hits

6. PICKOFFS/STEALS - If chosen, this option will let you track -

   - o Pickoffs
   - o Stolen bases

EXPLANATION OF AVAILABLE BATTER'S REPORTS

DETAILED REPORT

If you choose the detailed report, you will receive this report for each player on your team. If you select to review this report on the screen, HIT ANY KEY, to page through the individual players. If you select PRINT, make certain your printer is ready.

Please keep in mind, the information contained in this report is dependent upon the options you chose during the setup process.

Basic Batter Information

Players Name -
Position -
AB - At Bats
H - Hits
AVG. - Batting Average
R - Runs
RBI - Runs Batted In
2B - Doubles
3B - Triples
HR - Home Runs
BB - Walks
SO - Strikeouts
OB% - On Base Percentage

Optional Batter Information

ABLHP - At Bat Left-Handed Pitchers
HLHP - Hits Left-Handed Pitchers
AVG. - Batting Avg. Against Left-Handed Pitcher
ABRHP - At Bat Right-Handed Pitchers
HRHP - Hits Right-Handed Pitchers
HBP - Hit By Pitch
DP - Double Plays
FO - Fly Outs
LO - Line Outs
GO - Ground Outs
SA - Sacrifice Attempts
SF - Successful Sacrifices
SBA - Stolen Base Attempts
SB - Stolen Bases
CAB - Clutch At Bats
CHITS - Clutch Hits
CAVG - Clutch Batting Average
BHLF - Balls Hit To Left Field
BHRF - Balls Hit To Right Field
Fielding Percentages By Position Played

EXPLANATION OF BATTERS' REPORTS

BASIC REPORT

The information in the BASIC REPORT provides you with essential batter summary information.

NAME	-	Batter's Name
AB	-	At Bats
H	-	HITS
AVG	-	Batting Average
R	-	Runs
RBI	-	Runs Batted In

TEAM REPORT

The information contained in the TEAM REPORT is a complete summation of all the information provided in the individual players' records.

INDIVIDUAL REPORT

This report lets you choose specific player(s) on your roster and lets you print out each player's data, one at a time. For an individual report -

Step 1. Move the cursor to the player you want using the <CRSR> key and press <RETURN>.

EXPLANATION OF AVAILABLE PITCHER'S REPORTS

DETAILED REPORT

If you choose the detailed report, you will receive this report for each pitcher on your team. If you want to review this report on the screen, HIT ANY KEY to page through the individual pitchers. If you select PRINT, to print the report, make certain your printer is ready.

The information contained in this report is dependent upon the options you chose during the set up process.

Basic Pitcher's Information

Pitcher's Name -
IP - Innings Pitched
H - Hits
W - Official Wins
L - Official Losses
ERA - Earned Run Average
2B - Doubles Given Up
3B - Triples Given Up
HR - Homeruns Given Up
BB - Walks Given Up
SO - Strike outs

Optional Pitcher's Information

LHBF - Left-Handed Batters Faced
LHHITS - Left-Handed Hits
RHBF - Right-Handed Batters Faced
RHHITS - Right-Handed Hits
BF - Total Batters Faced
R - Runs Given Up
ER - Earned Runs Given Up
HB - Hit Batters
GS - Game Starts
CG - Complete Games
SV - Saves
GO - Ground Outs
FO - Fly Outs
PIT-THROWN - Total Pitches Thrown
STKS - Strikes Thrown
BALLS - Balls Thrown
PO - Pitchouts
SB - Stolen Bases

EXPLANATION OF AVAILABLE PITCHER'S REPORTS

BASIC REPORT

The information in the BASIC REPORT provides you with the essential PITCHER'S summary information.

NAME	-	Pitcher's Name
IP	-	Innings Pitched
H	-	Hits
W	-	Wins
L	-	Losses
ERA	-	Earned Run Average

TEAM REPORT

The information contained in the TEAM REPORT is a complete summation of all the information provided in the individual pitcher's records.

INDIVIDUAL REPORT

This report lets you choose a given pitcher(s) on your roster and lets you print out each pitcher's data, one at a time. For an individual report -

Step 1. Simply move the cursor to the pitcher you want and press <RETURN>.

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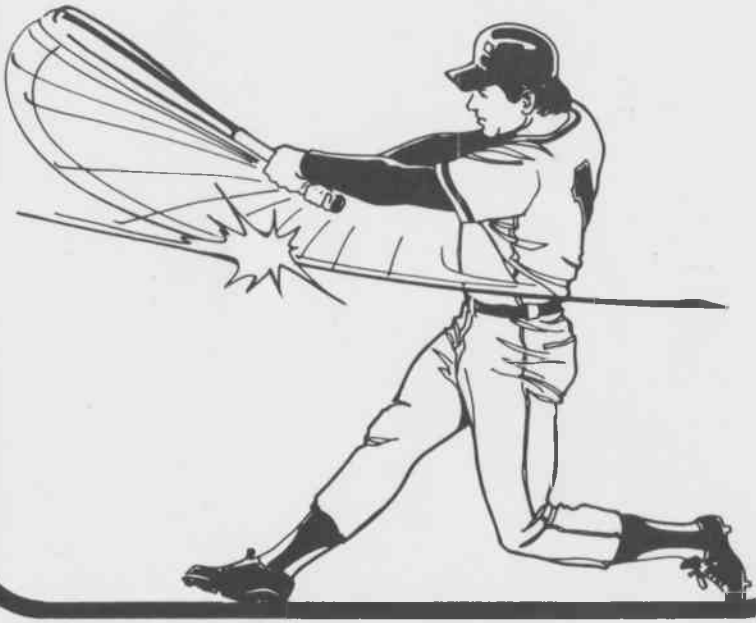

SOFTWARE SIMULATIONS

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